BLOODLESS

What You're About To Read

Hi! I am Katie Ampersand. Chances are, you know me and my other work, so you can skip this paragraph. If you don't (which is the case for most people), I am someone who makes a lot of stuff. Most doesn't see the light, but some people like what does! You can look at my stuff on ampersandia.net.

Bloodless is a turn-based creature combat card game, intended to be played several times in a row, either with the same person or with different people in the same context (eg. a competition with multiple players, games in a friend group for whoever wins more games). I am making it to experiment with card games, both to learn how the process of making one goes, and as an art medium, for things like storytelling or as vent art (I have used constructed languages as vent art before, so this is to be expected of me) (Not that I think any of what I do is new, I'm sure a lot of other people have done it before)*. I hope you enjoy this little prototype of mine. The cards will be available soon on my website, for everyone to print them for free.

More than a rulebook, this document works as an introduction to every single concept present in the game, as well as a place to look up each Sigil *(read: **The Sigils**)*, and not as a rigorous, listed set of rules. That is still in progress.

*(but imagine tho) /read this in a tiny voice please

Rules

The Players

Bloodless is to be played between two players. Each player bears a Deck and a Blood Deck. The Deck contains from 18 to 24 cards, and is chosen before a game starts. The Blood Deck contains 24 Blood Flask cards. Each player also bears a Blood stat, which is used to play cards. A player can only draw from a deck once per turn.

Both players share a Health Pool, which consists of 24 coins. When a player is damaged, they must take a coin. Whoever gets the last coin loses the game.

The Cards

A card bears Health, Defense, Strength and Cost, and can bear three sigils and one Evolution Line. For a player to play a card, they must have as much Blood, or more as the card's Cost indicates, with an extra restriction for evolutions.

An evolution consists of two cards. A first one that evolves into a second one, and a second one that requires the first one. A card that requires another one can't be played if the one that it requires is not on the board (in addition ot the blood cost),

and it can only be played where the required card is. The required card is then discarded.

Each player has their own discard pile, to which cards go when they are killed.

If a card's health is zero or less, it cannot be on the board, and it dies, meaning that it is sent to the discard pile.

If a card's damage is zero, its controller may send it to the discard pile on any turn that is not the same turn it was played in.

The Games

At the beginning of a game, both players shall shuffle their decks, then draw five cards from their Deck.

During a turn, a player shall place cards. A turn cannot end if a player hasn't placed a card, unless said player has no cards that they can play. Players may draw one card from their Blood Deck and one card from their Deck at the beginning of their turn.

When a player signals the end of their turn, all damage done from their side is counted at the same time, accounting for sigils. That is, cards that would die in that same turn still get to do damage, then the other player's turn starts.

A card does damage to the place in front of it unless otherwise specified (for example, by having a Sigil that alters the places it deals damage on). If the damaged spaces have a card, said card's health is reduced. If they don't, then the player that controls that space must take as many coins as damage taken.

If a card dies with overkill damage, that is, receiving more damage than it has health, the defense is subtracted from the extra damage, and if the result is greater than 0, that damage is dealt to the player that controls the card.

A game ends when there are no coins in the health pool. The player that took the last coin loses. The cards on each discard pile are returned to the respective player.

The Counters

Bloodless uses counters for a variety of purposes, primarily for mechanical storytelling through synergies with several groups of cards. Due to lack of space (but also mostly personal preference), there are symbols that represent how a card interacts with counters, instead of them being written on the card, which are put above the counter they are linked to and the amount. These symbols are:

- **When played:** The given counter is changed by the card being added to the board

When removed: The given counter is changed by the card being removed from the board

Having only the symbol for the counter and a number means that the counter changes when the card is played, and that change is reverted when it is removed.
Let's see some examples:

-1	Remove one from defenseless counter *when the card is added to the board*. Add one to defenseless counter *when the card is removed from the board*.
+1	Add one to defenseless counter *when the card is added to the board*. Remove one from defenseless counter *when the card is removed from the board*.
+1	Add one to defenseless counter when the card is added to the board. Removing this card from the board doesn't affect counters.

The Sigils

Sigils are a symbol in a card that changes properties and behaviors of a card. For example, the places that it attacks, or what happens to it each turn. The conditions under which a Sigil's effect apply are included within the definition of the Sigil. Some Sigils interact with each other, or prompt the card's controller to make a choice.

Some Sigils prompt the card's controller to draw specific cards. This can be dealt with in two ways:

- Having separate decks full of all the cards the game can prompt you to use. This is useful if you have a deck that won't prompt you to do this with a great variety of cards, so you can just have one or two extra decks.
- Having a deck full of empty cards that one can draw on, so that one can fill it with the stats of the card one draws.

Some Sigils also change a card's stats based on events that occur relating to specific cards, thus establishing its unique identity. This can be dealt with by adding a unique identifying symbol to the cards.

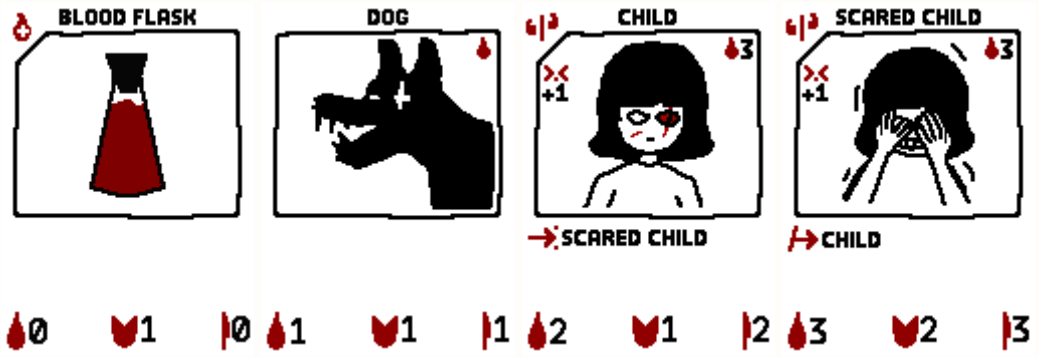
Kins

Some Sigils interact with Kins. The Kin of a card is defined by specific sigils, for example, the **Ant Kin** sigil defines a card's Kin as that of ants. Some Kin Sigils

make cards of the same kin interact in different manners, an example of this is the **Kin Strength** sigil, which increases a card's strength if there are more cards of the same kin.

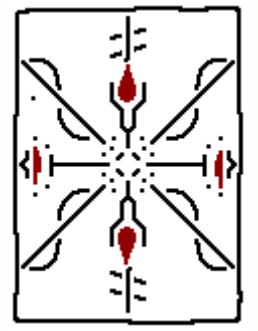
The Design Of A Card

Bloodless cards follow a simple design, with little variation.



- A card's dimensions are 126x176 pixels, however, printed cards should have twice the size (6.667 x 9.313 centimeters).
- The Health, Defense and Strength are marked at the bottom, in that order, represented by a drop of blood, a shield and a knife, respectively.
- The name of the card goes above the image, centered.
- The cost of the card goes at the top right of the card's image, represented by a drop of blood. If the card has a cost of 0, the drop of blood isn't present. If its cost is 1, only the drop is present, and if its larger, the number is put to the right of the drop, moving the drop to make space for the digit.
- The evolution is put under the image, with symbols to represent the card's place in the line (The Child evolves into the Scared Child)
- Sigils are put on the top corners, and the image frame changes to make space for the symbol.

The back of the cards should look as follows:



Sigils

Kin Sigils

Ant Kin

This card is of Ant Kin and Insect Kin.

Bee Kin

This card is of Bee Kin and Insect Kin.

Blight Kin

This card is of Blight Kin and Machine Kin.

Kin Call

When this card is played, its controller can freely play any card of the same kin in their hand that is not the same card as this one. If this card is the only card of its kin, its controller can freely play another instance of this card.

Kin Strength

This card's strength is equal to its base strength plus the amount of cards of the same Kin that are on the same side of the board.

Kin Defense

This card's defense is equal to its base defense plus the amount of cards of the same Kin that are on the same side of the board.

Behavior Sigils

Area Of Pain

This card attacks the space in front of it, and the ones to the left and right of itself. Killing cards on the same side as itself will not give blood to any player. It will not deal damage to the player that controls it.

Blood Flask

When this card is played, its controller gets 1 blood.

Blood Thirst

When this card hurts another card, its controller gets 1 blood.

Bloody Death

When this card dies, its controller gets 1 blood.

Bifurcation

This card attacks the spaces to the sides of the place in front of it, and not the space in front of it.

Ephemeral
When all the cards on this card's side of the board have dealt damage, this card dies.

Flying
This card attacks the opponent directly, even when there is a card in the space where it attacks. The only exceptions to this are when the card in the space where it attacks is **Flying** or **Flying Defense**, in which case, the opposing card will be harmed.

Flying Defense
When a **Flying** card attacks the space where this card is, it will harm the card, and not the player.

Legendary
If there are more than one card with this sigil on the board, during its controller's turn they may choose one of them to be in effect until the next turn. When a Legendary card is not in effect, it will not have its other sigils. If only one card with this sigil is present on the board, it will be in effect.

Molochian
When this card dies, it gets 1 strength. When this card kills something, it loses 1 strength. If this card evolves into another card, or evolves from another card, and that card is also **Molochian**, the strength will be the same for both. The maximum damage this modifier can give a card is 4.
In any system optimizing for X...

Protective
This card's strength equals its base strength plus the Defenseless counter its controller has. It does not get lowered if the Defenseless counter gets lowered.

Stall
When this card is on the board, players will become unable to take damage in any way.

Thorns
When this card is attacked, the attacking card receives one damage.

Time Reversal
When this card is killed, the first element of its evolution chain is placed on its controller's hand.

Traveling
When this card's controller's turn begins, they shall choose a horizontal direction. This card will move one space in that direction. It cannot move to a space if there is a card in it.

Traveling Left/Travelling Right
When this card's controller's turn begins, this card moves one space in the direction shown in the sigil, relative to the card's controller.

Traveling Swap
When this card's controller's turn begins, they shall choose a horizontal direction. This card will move one space in that direction. If there is a card in the chosen direction, both cards will swap places.

Sigil Giver
Any other sigil that this card has will not have any effect on this card. On the first turn this card is played in, when this card is on the board, its controller will be able to choose any card on the board to apply those sigils to, in addition to the sigils the card already has. On any subsequent turn, they can pay one blood to do the same.

The chosen card will have the new sigils during only one turn.

There can only be one Sigil Giver on a side of the board at any given time.

Spawn
When this card is killed, the first element of its evolution line is automatically placed in the last place this card was.